Microsoft

HANDBOOK

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Allegiance Handbook

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The Introduction

January 1, 2150

People refer to me as Samaritan. Many of the entries on the DataNet—as well as those in this handbook—were submitted by myself. Though much of the information I've supplied in this handbook can be found on the DataNet, I've separated fact from fiction and have supplied only data that I have been able to personally verify. All of it is supplied in written format only, as transmissions are too easily intercepted, and the last thing I want is my location to be traced by any of the factions.

Remember, when you see a byline on the DataNet from the Samaritan, you always know it's accurate ...

On March 13, 2140, an asteroid launched from the asteroid belt for Helium3 mining purposes missed its catching station in lunar orbit. This massive asteroid headed directly for Earth with minimal warning. It slammed into the Pacific Ocean. The asteroid's passage through the depths of the ocean vaporized water. Its impact on the ocean floor fractured Earth's mantle and produced a radiating destructive wave of blasting steam and heat from the rushing magma of Earth's core colliding with the seawater. The remnants of humanity in space could only watch in horror as the drama unfolded in a matter of moments ...

The cradle of humanity was dead and barren in a very short time.

Allegiance™ is an online-only space combat game that offers the action of ship-to-ship combat. From small, agile scouts to massive destroyers, you not only fly but also man the turrets. You can command your entire force as commander and give orders to your team to drive them to victory. You can also grab the reigns of investor and decide the technology route your team will develop in its reach across the stars. With real-time strategy components such as a fully developable tech tree and massive multiplayer capability, Allegiance stands at the forefront of online interstellar combat.

The Allegiance Help System

Trying to conquer sectors of space held by enemy factions can be suicide when you don't know what you're doing. There are a number of ways to get the right advice on how to best accomplish your goals in Allegiance. Reading this handbook is a step in the right direction ...

Allegiance Handbook—This handbook provides an introduction to the online gaming world of Allegiance and steps you through installation and connection. It also provides you with the essential procedures and basic strategies for getting acquainted with the game.

Allegiance Survival Card—This quick reference provides an overview of the tech tree for all factions, a layout of your Combat HUD and Command view, and the main controls you'll need for flight and the Voice-Comm System.

Help Display—This in-game display gives you detailed information on all aspects of Allegiance, including some of the history that led up to our current situation in 2150. To access, press F1 anytime.

MSN™ Gaming Zone Allegiance Web Site—This site not only provides the point of interaction for Allegiance Zone subscription members but also offers Web content, including online Help, strategies, tips, and other material for the aspiring and expert Allegiance player alike. To access, go to http://www.zone.com/allegiance/.

The great thing about the Help display is that you can access it at any time, even in the midst of combat. Just make sure that you've found a quiet place in space before you begin scanning the files because you can still get blown out of space while using this system ...

The Installation

To play Allegiance on the Allegiance Zone, you'll need to complete the following procedures:

- Install software for Allegiance and the MSN Gaming Zone on your computer.
- Create a Zone ID to play Allegiance on the Zone.
- Subscribe to play as part of the Allegiance Zone on the Zone. Your first month of play is free with a subscription.

To install Allegiance and the MSN Gaming Zone

1. Start Microsoft® Windows® 95 or later.
2. Insert the Microsoft Allegiance compact disc into the CD-ROM drive.
3. On the Allegiance Setup screen, click **Install** to install Allegiance and the MSN Gaming Zone.
4. Follow the instructions on the screen.

   After you complete installation, the MSN Gaming Zone mini-site will launch to allow you to create your Zone ID and subscribe to the Allegiance Zone.

If Setup does not begin automatically or if you have trouble installing Allegiance, refer to the Readme file on the Allegiance compact disc.

> When traveling space, you're going to need to make sure your equipment is up to snuff. I've found that as long as you've taken care of the setup and installation procedures, you'll be in good shape to handle "all conflicts" ...

To create a Zone ID

1. At the MSN Gaming Zone mini-site, click **Sign Up** to create your free Zone account and password.

   A mini-browser appears, where you can connect to the Internet through your Internet connection if you are not already connected.
2. Follow the instructions in the mini-browser to make your Internet connection, if necessary, and create your Zone ID and password.

   You will need a valid e-mail address to create your account.
3. Once you've completed the sign-up process, close the mini-browser.

To subscribe to the Allegiance Zone

1. At the MSN Gaming Zone mini-site, click **Subscription** to subscribe and activate your free month on the Allegiance Zone.

   A mini-browser appears, where you can enter your access number to enable your subscription. Your access number is found on the back of the Allegiance jewelcase.
2. Follow the instructions in the mini-browser to subscribe, and then close the mini-browser once you've completed the subscription process.
3. At the MSN Gaming Zone mini-site, click **Play**.

   You are now a member of the Allegiance Zone.

You are ready to enter the Allegiance universe.

To start Allegiance

- Double-click the Allegiance icon on your desktop.

  –or–

  Click **Start**, point to **Programs**, **Microsoft Games**, and then **Allegiance**, and then click **Allegiance**.

  The introduction movie plays, and then the Allegiance main menu appears.

> The DataNet is the only truly "open" news source still available. The expansive internet of relay servers scattered throughout space provides an open forum for people from all places to discuss issues. A number of regular DataNet guerilla reporters—such as yours truly—try to keep everyone informed of the dealings of the various factions.

The Training Missions

The training missions are of extreme importance, as Allegiance is a fairly complicated game. These sequential missions will give you a good feel as to what is expected of combat pilots in the universe of Allegiance. These missions are the only part of Allegiance that can be played in offline mode. You'd better get a handle on them before going online and just becoming fresh meat for the trained pilots out there.

Each mission will teach you fundamental aspects of the game. In the final mission, you fly against wave after wave of computer-controlled opponents. The only way this mission ends is with your death. You can, however, land to resupply your ship as often as needed.

To play a training mission

1. On the Allegiance main menu, click **Training**.
2. Select a training mission, and then click **Launch Mission**.
3. To exit a mission at any time, press ESC, Q.

The Connection

There are several different methods to gain passage into the warfare among the factions. If you're looking for a fight with your colleagues, try a LAN game via a private server that your pal set up. If you want to battle against opponents you've never met, try a free game on a public server registered with the MSN Gaming Zone. For the complete all-out documented war, try an Allegiance Zone game and make your presence felt in a battle that never really ends ...

Allegiance Zone Games

An Allegiance Zone game is for Allegiance Zone members only. With your initial purchase of Allegiance, you get a free month of the Allegiance Zone on the MSN Gaming Zone. This membership includes unique events, massive multiplayer arenas, registered player and squad rankings, and prizes and medals. As an Allegiance Zone member, you'll have your own player profile page as well as the ability to create and manage your own squad.

To connect to an Allegiance Zone game

1. On the Allegiance main menu, click **Allegiance Zone**, and then click **Games List**.

   Your computer will be connected to the MSN Gaming Zone through your Internet connection, and a Games List that shows all Allegiance Zone games and arenas will appear.

2. In the Games List, review the game settings to find a game you want to play and are allowed to join. Be sure to find a game that is set at a skill level that matches your own. (For details, see "The Games List," on page 8.)

3. In the Games List, click the game you want to play, and then click **Join Game**.

   The Team Lobby appears. To see even more details on the game you joined, click **Game Settings**.

You can also create your own Zone game for Allegiance Zone members to participate in. As the creator, you determine whether or not the game results are calculated in the player and squad rankings kept on the Allegiance Zone. These player-created games are also shown in the Games List. (For information on creating your own Allegiance Zone game, see "The Game Settings," on page 10.)

An Allegiance Zone game can support up to 6 teams.

Fighting the battles is fine across the LAN or Internet but, if you want to fight in the war and have an impact on the results, you'll want a subscription to the Allegiance Zone. Persistent rankings, unique events, new Zone-only factions, and custom maps give you the chance to fully exploit the universe of Allegiance ...

Free Games

A free game is played on a server created on the Internet and then registered with the MSN Gaming Zone. This type of game does not require that you be an Allegiance Zone member, but it does require that you have a valid Zone ID. (To set up a server and register it on the MSN Gaming Zone, see the Server.txt file on the Allegiance compact disc.)

To connect to a free game

1. On the Allegiance main menu, click **Free Games**, and then click **Games List**.

   Your computer will be connected to the MSN Gaming Zone through your Internet connection, and a Games List that shows all Internet servers registered with the MSN Gaming Zone will appear.

2. In the Games List, review the game settings to find a game you want to play and are allowed to join. Be sure to find a game that is set at a skill level that matches your own. (For details, see "The Games List," on page 8.)

3. In the Games List, click the game you want to play, and then click **Join Game**.

   The Team Lobby appears. To see even more details on the game you joined, click **Game Settings**.

The first person to join a free game is considered the game owner, or "creator," and will be able to set all the game settings (see "The Game Settings," on page 10).

LAN Games

A LAN game is played on a local area network. (To set up a server for a LAN game, see the Server.txt file on the Allegiance compact disc.)

To connect to a server on your LAN

1. On the Allegiance main menu, click **LAN Games**.
2. To connect to a server on your LAN, click **Find**.

3 In the **Servers Found** box, select the game you want to join, and then click **Join**.

The Team Lobby appears. To see even more details on the game you joined, click **Game Settings**.

The person who has been in a LAN game the longest is considered the game owner, or "creator," and will be able to set all the game settings (see "The Game Settings," on page 10).

> Make no assumptions about the conflicts you can find yourself engaged in out here. Check out all the styles of conflict, as the game settings can vary greatly from one battle to another.

The Games List

The games shown in the Games List are only those that match the connection you've chosen. The list not only shows what games are running but also includes all relevant information on each game. You can easily find out with a single glance whether you are allowed into the game, the skill level, the number of teams and members per team, whether any free spots are open, your connection status, and the game style.

The Games List is segmented into the following columns. (The Skill Levels, Teams, Min, and Max columns are described in detail in "The Game Settings," on page 10.)

Access—The first icon indicates whether or not you can join the game.

Locked Game—You Can't Join

Open Game—All Are Welcome

The second icon indicates whether or not the game has started.

Game Running

Game Not Started Yet

Players—This is the number of occupied player slots and the total slots on the team.

Style—Allegiance supports various creator-defined games, and the icons in this column show you what the game's parameters are (for details on win conditions, see "Win Conditions," on page 13).

Conquest Win Condition

Countdown Win Condition

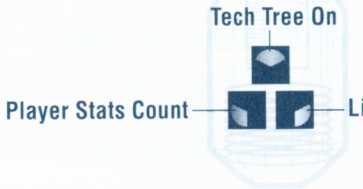
Deathmatch Win Condition

Prosperity Win Condition

Capture the Flag Win Condition

Zone Game

Squad Game



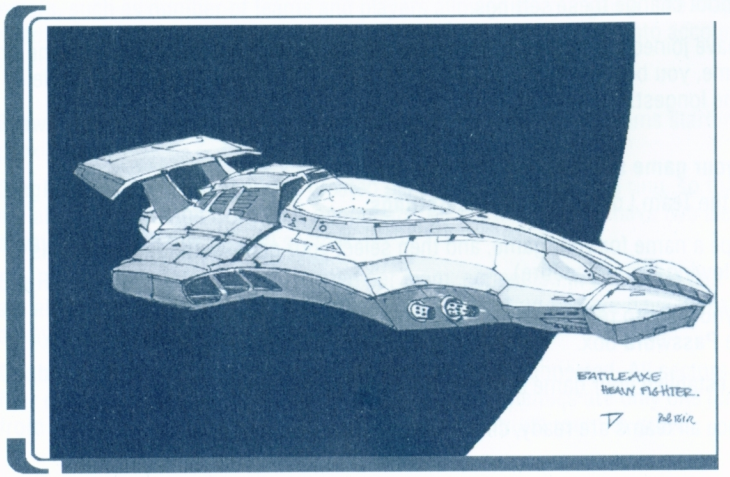
Filtering the Games List

As you play various game settings, you may discover particular settings that you prefer. You can modify the Games List so that it shows only the specific game styles that you like to play.

To set the filter for the Games List

- Click **Filter** in the Games List, enter your selections, and then click **OK**.

  The Games List will now show only the games that match the criteria you have set in the filter. The filter you set must be reset each time the Games List appears.



Finding yourself in a conflict and not knowing the rules can have you sucking vacuum in the blink of an aleph, so get to know those game icons in the Games List. Also, check out the details of a game before you plunge in and make sure it is something you can handle ...

Finding a Player

To find a specific player

- Click **Find** in the Games List, enter a player or squad name in the box, and then click **OK**.

  If the player is located, the game that player is in will be highlighted in the Games List.

The Game Settings

If you are connected to an Allegiance Zone server, you can create your own game by clicking **Create Game** in the Games List and then clicking **Game Settings** in the Team Lobby. This takes you to the Game Settings screen, where you as the game owner can select your game settings. Other players who join your game can also click **Game Settings** in the Team Lobby to see additional details of the game they have joined, but they cannot change these settings.

If you have joined a free game on a server registered with the MSN Gaming Zone or a LAN game, you become game owner, or "creator," if you have been in that game or lobby the longest.

To set your game settings and start the game

1. In the Team Lobby, click **Game Settings**.
2. Type a name for your game, and then select your game settings (see details following this procedure).
3. If you want to require a password to enter your game, type a password in the **Password** box.
4. To establish your game settings, click **Accept Changes**.
5. Once all teams are ready, click **Launch** to start the game.

Game Options

Number of Teams—You can specify a minimum of 2 teams to a maximum of 6 per game.

Min/Max Players per Team—You can specify a minimum and maximum number of players per team. The maximum you can specify is 32 in a free game or LAN game.

Skill Levels—To achieve a more equal game balance among players, you can set a game to ask for only particular skill levels to participate. This setting can range from novice only or advanced only to no novice or no advanced players allowed.

Player Lives—You can specify how many lives each player has to spare per game.

Starting Money—The more money you have up-front, the quicker your tech tree will develop.

Total Money—This is the total amount of money that can be earned from the universe's resources.

Resources—Different asteroid types are needed for different structures, and this option will determine how dense or scarce these asteroids are.

Alephs are the stable wormholes that we use to travel from one sector to another. They are unique anomalies in space—spinning whirlpools that instantly transport anything that flies into them to a completely different sector of space.

Map Type—When selecting the type of map you want, keep in mind your other game parameters, such as number of teams and players allowed in your game. The map generated for your game will also automatically take these parameters into account, generating more sectors for larger groups of players, for example.

Brawl: One large sector with no connecting neutral sectors. All teams start in close proximity.

Single Ring: One neutral sector created per team, connected in a ring, so that you are always two jumps from your opponents. All starting sectors have two alephs, always leading to two neutral sectors.

Big Ring: Two neutral sectors created per team, connected in a ring, so that you are always three jumps from your opponents. All starting sectors have two alephs, always leading to two neutral sectors.

Double Ring: One neutral sector created per team, all connected. All sectors have four connecting alephs. With this intense map type, enemies are only one jump from your base, so things heat up quickly, with not much room to grow.

Diamond Ring: Two neutral sectors created per team. Starting sectors are always three jumps away from each other. This map has neutral sectors that see passthrough traffic, so don't expect hidden bases or mining operations to go undetected.

Pinwheel: One neutral sector acting as a hub with spokes leading to one starting sector per team. The simple nature of this map makes it good for quick and dirty games.

Snowflake: A large-scale map with three neutral sectors created per team. Each neutral sector is connected to four others. Starting sectors have two connecting alephs and are always three jumps from each other. This map's central area is full of neutral sectors that typically will not see much passthrough traffic. This allows for a more slowly building game, with plenty of available resources.

Split Bases: Two starting sectors per team at opposite ends of the map. Players must struggle to defend both assets from neighboring enemies. This makes for an intense game.

HiLo: This map style generates a long and a short route to your opponents. Starting sectors are separated by a 4-jump and a 2-jump route to enemy sectors. A central sector links to the short-route neutral sectors. Plenty of neutral sectors allow for expansion.

For variety with these maps, create your game with a spare team that has no players. This "team's" starting Garrison, prime for takeover, will give the other teams more room to hide and expand.

Max Team Imbalance—Select the maximum imbalance of players allowed among teams.

Stats Count—As an Allegiance Zone member playing on Zone servers, select this option to save all player statistics and make them accessible for all to see in the squad and player profiles. If you are not an Allegiance Zone member, this option will be unavailable.

Allow Defections—Select this option to allow players to quit their team and join another team in the same game. If you do not allow defections, players who quit their team, even before the game starts, will not be allowed back in the game.

Allow Joiners—Select this option to allow players to freely join the game after it has started.

Squad Game—As an Allegiance Zone member playing on Zone servers, select this option to create "squad-only" games, in which only registered squads can play.

Eject Pods—If you don't want to use eject pods, turn off this option. Players will be automatically transported back to their outposts after their ship is destroyed. If eject pods are enabled, a player whose ship is destroyed must fly back to one of his stations using his eject pod or have a teammate pick him up.

Allow Friendly Fire—Select this option if you want players' weapons to damage the ships of their own teams when hit.

Invulnerable Stations—If selected, bases in the game cannot be destroyed, but they can be captured.

Use Tech Tree—Turn off technology development if you wish to just focus on your dog-fighting skills and not deal with a tech tree, money, and resource management.

Reveal Map—Revealing the map allows all teams to see all alephs.

Win Conditions

These win conditions can be combined in numerous ways, making for a more varied game.

Conquest—The first team that owns all stations wins.

Countdown—The first team that makes the most kills in the specified time wins.

Deathmatch—The first team that reaches the specified number of kills wins.

Prosperity—The first team that gathers a specified amount of money wins.

Capture the Flag—The first team that retrieves the specified number of flags and returns them to their own home sector wins.

Artifacts—The first team that retrieves all artifacts and returns them to their bases wins.

The Team Lobby

Once you have created or joined a game at its beginning, you are taken to the Team Lobby, where you discuss what team you will play for, who the members are on each team, and what roles the different players will be taking. To best prepare your strategies, review the game settings in detail by clicking **Game Settings**.

If you are the creator of the game or game owner, you have the final decision on the exact parameters of the game and when it starts.

If you are the leader of your team, you have access to additional functionality that the other players do not see. You can change the faction for your team, accept new players with the Auto-Accept option or handle requests to join on a one-by-one basis, and let everyone know when your team is ready.

Also, when the game begins, as team leader all money earned by your team will be automatically donated to you by default. In the Team Lobby you should discuss with your team if income should be handled by someone else (see "The Player Roles," on page 21).

You can assign a new team leader by selecting a name in the team roster and then clicking **Make Leader**.

The Teams Section

The teams section shows the names and number of teams in the game. If a team is labeled Available, no one is on that team yet and it is waiting to be formed.

To join a team

- In the teams section, click the team you wish to join, and then click **Join Team**.

Team Roster

The team roster lists all the players on a specific team as well as their specific details. When someone joins a team in the teams section, the team roster will be updated to reflect the change.

Role—Indicates if the player is the game owner or the team leader.

Team Leader

Game Owner

Rank—Indicates the player's rank as a member of the Allegiance Zone.

State—Indicates whether the player is ready, away from the keyboard (AFK), or requesting to be added to the team.

Wing—Indicates what wing the player is on. If you want to change your wing, click and hold **Change Wing**, and then click the wing you want.

Your wing is like a mini squad within your team. You're not forced to fly with your wing, but being on the same wing allows you to communicate with each other using the wing communications channel.

> Though many pilots have sworn their Allegiance to one faction or another, many others have been and still are primarily mercenaries: They're in it for the cash or for the glory. It's at the Team Lobby where you meet your team, get your pregame strategies planned ... or just hang out and hope for a spot on one of the squads.

Chat Section

The chat section gives you two communications channels and a third one if you are a team leader.

All Players—Select this channel when you want to communicate to all players in the game.

Team Only—Select this channel when you want to communicate only to your team members.

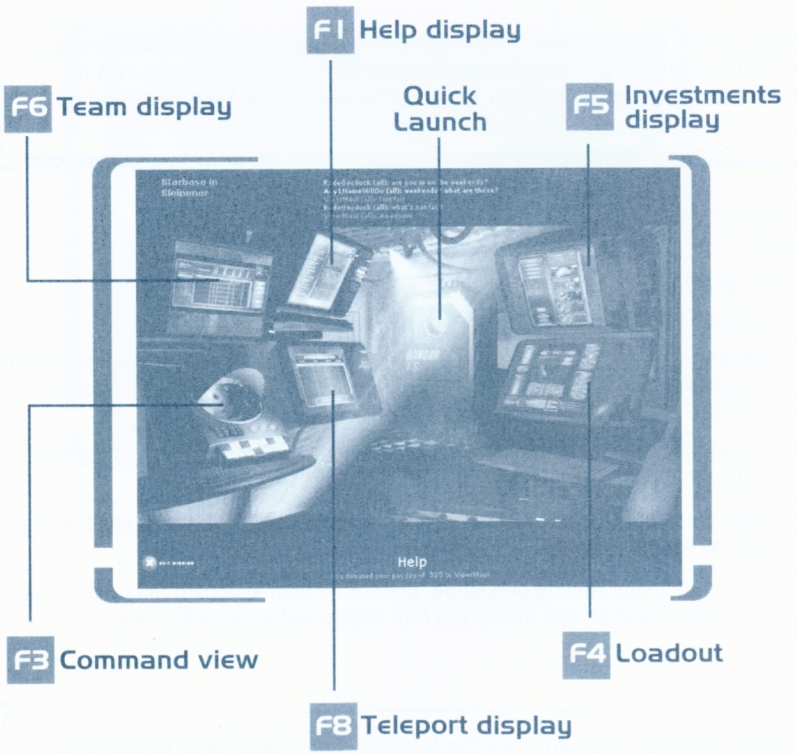
Leaders Only—Select this channel when you want to communicate only to the team leaders of all teams in your game. This option only appears if you are a team leader.

If the icon beside a communications channel flashes, it means that a new message has been entered into that channel. It will continue to flash until you access that communications channel.

The Hangar

The hangar in your Garrison is where you begin a game. The hangar is the same in all landable stations. If you die in combat, you will find yourself back at your Garrison hangar unless there is another station closer to your point of death.

All the various in-game displays that you can access while flying your ship can also be accessed from within your hangar. The various displays are graphically represented as locations within the station. In addition, the hangar is where you access your Loadout screen and Teleport display.



To launch from a station hangar

1. In the hangar, click the Loadout screen, or press F4.
2. Select the ship you wish to fly, and then modify your weapons and equipment if you desire (for details, see "The Loadout," on page 17).
3. To launch, click **Launch**.

   If you modified your weapons and equipment but want to launch with the default loadout configuration, click **Default Loadout**.

   When you are destroyed and returned to the station, you can relaunch quickly with the same loadout you had previously by clicking the hangar door in the station.

> From within your hangar, look at the Map display in Command view to find out where you are needed before launching. If you are not in the sector you want, transfer yourself there via the Teleport display.

To dock at a station hangar

1. Approach a station and look for a green hangar opening.

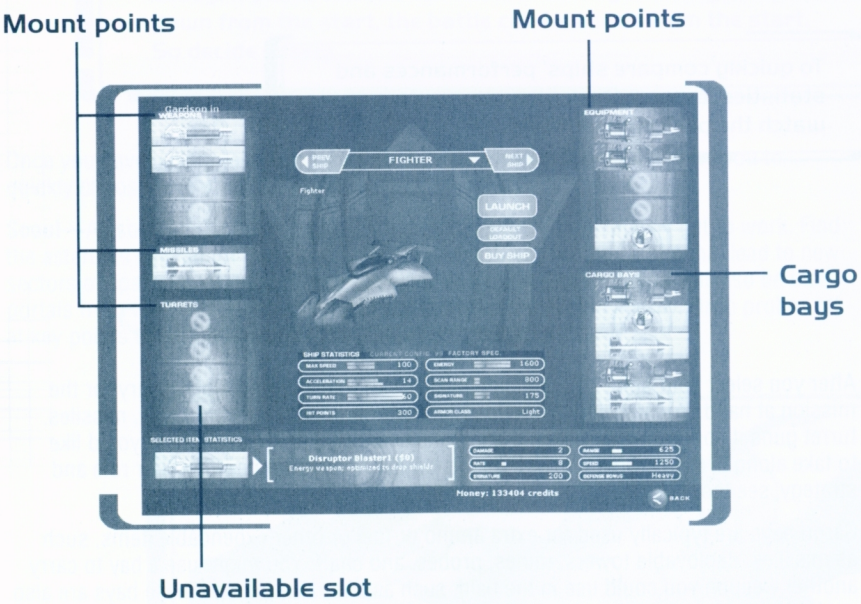
   Make sure it has flashing green lights. If there are flashing red lights, move away as quickly as possible, as this is an exit hangar and you might get a face full of launched ship.

   If your ship is a capital ship, you'll need to land at a Shipyard, as it is the only station that can handle these large craft.
2. Make sure your motion indicator is pointing directly at the hangar, and then fly into the hangar opening.
3. For an automatic landing procedure, press B on your keyboard to target the base you want to land at, and then press P to engage autopilot to fly there.

> When landing, you can miss the landing bay if your true heading is not directly into the hangar. You have to keep a close eye on your target pointer to see exactly what direction you are going, or you can end up splattered across the hull of your base ...

The Loadout

The Loadout allows you to choose your ship and all the accompanying armaments you want to carry. As new technology is developed in your tech tree, you'll find many of the new researched items in the various categories in Loadout as well as the new ships themselves.



To review ships and select one

- At the top of the Loadout, click the **Prev Ship** and **Next Ship** buttons until you find the ship you want. (For details on matching the right ship with your role, see "The Player Roles," on page 21.)

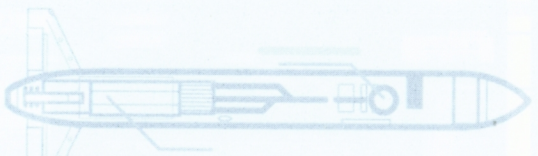
  As you cycle through each ship available at your current station, its statistics are displayed underneath its picture.

  To see a list of all ships available at this station, click the down arrow at the right of the current ship's name.

Most ships are "free" once your team has spent the money to pay for their research and manufacturing. A few ship classes, however, are extremely expensive to create. These ship types, which are typically but not always the larger capital-class ships, cost money per ship. When a ship is labeled with a price tag, you must have the corresponding sum of money in order to fly it. Clicking the **Buy Ship** button will deduct the money from your account and tag the ship as your next launch vehicle. Clicking **Buy Ship** will also allow your team to see your ship in the Teleport display and board your ship as a turret gunner.

If you don't have enough money to buy the ship you've chosen, clicking **Buy Ship** will send a request for money to the person you are autodonating to.

> To quickly compare ships' performances and statistics, browse through all the ships and watch the performance stats.



After you select your ship, you can then load it with the equipment necessary for the mission at hand. You decide what to load on your mount points—weapons, missiles, turret guns if applicable, and equipment—and even what spare equipment you'd like to take along in the cargo bays. (For details on the right equipment for your role and strategy, see the Help display.)

Cargo bays are typically used for extra ammo or fuel or other expendable items, such as missiles, deployable towers, mines, probes, and chaff. You might use a bay to carry another weapon you could use in the field, such as a repair weapon. These bays are also useful for transporting weapons and other equipment to a team member.

To review items and load them

1 To view all available items for any mount point or cargo bay, click the slot.

The list of items appears.

2 To review a description and the statistics of each available item, roll over the list with your mouse.

The information appears at the bottom of the screen.

3 To see what items are not usable on the mount points of your ship but that you could perhaps carry to a teammate in need, click **Parts for Other Ships** in the cargo bay slots.

4 To load an item in that slot, click it.

If a mount point or cargo bay is not available on your particular ship, it is shown as not available.

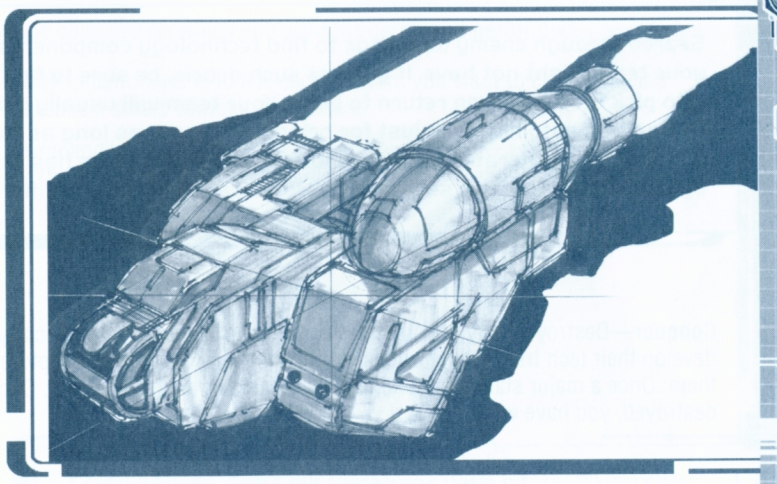
The Play of the Game

Plan—Start planning your team strategy in the Team Lobby. You and your teammates can plan on who plays what roles, how you feel the other teams will play, and how you wish to counter them. In addition, plan the technology route you want to pursue, and designate someone as the investor to make sure your team achieves its goals.

> Conflicts in Allegiance have been won or lost right in the Team Lobby. If pilots and the commander don't get their game plan down from the start, the battle can be chaos from the start. So decide wisely ...

Once you have a plan, the hangar at your first station, the Garrison, allows you to quickly choose your ship and get launched.

Scout—As soon as the game begins, scout pilots should immediately get to work. Find the asteroids needed for mining and development. Discover the alephs that lead to new sectors of space for necessary resources and asteroids. These alephs will also be the portals from where your enemies emerge, so set up minefields nearby. Drop probes off at key points to get notifications about enemy activity.



> Don't go out alone! Stick together! Have a combination of ship types: Interceptor with Scout, Fighter with Scout, Bomber with Fighter—all can be very effective.

Once you're exploring the universe, turn to the Investments display, where you, or your team's commander or investor, decide the path of your tech tree. Will you build a strong selection of all items across all categories, or will you try a singular path to get to a high-level tech item quickly for an advantage?

Develop—Choose the strategy you want to follow and then develop the tech tree accordingly. Develop and place Teleportation Receivers strategically so that players can be transported to appropriate places when needed. Get the better missiles and guns so you can hurt the enemy quicker than they hurt you.

Each ship has its own inherit strengths and weaknesses, and each was designed with specific purposes in mind. Learn each of the ship's traits. Also study the stats of the weapons and other equipment on the Loadout to guide your investments.

The choices made in development affect the entire team.

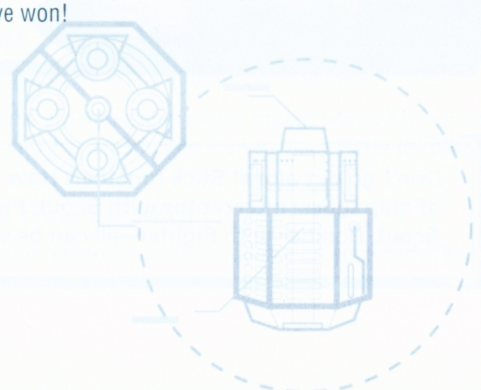
Attack—Coordinate attacks with fighters supporting bombers, players manning turrets, and someone always protecting miners and constructors.

As a game progresses, keep scanning the loadout options for your ships as new equipment becomes available, making your attacks increasingly more devastating.

Develop Further—Continue to find resources and to research the heavier weaponry to hurt your enemy's stations. Get the heavier craft and missiles and take the fight to their home sector. Just destroying their ships will not slow them down, as they can continuously create more ships with operating stations.

> Search through enemy wreckage to find technology components that your team might not have. If you see such debris, be sure to fly through it to pick it up and then return to base. Your team will usually get the technology automatically just for bringing it home, as long as the building that generated such technology in the first place has been built by your team. This will save some serious cash needed elsewhere ...

Conquer—Destroy enemy constructors and miners to hurt them financially so they can't develop their tech tree. Mount offensives against their stations and capture or destroy them. Once a major station is gone, it is very hard for them to recover. Once they are destroyed, you have won!



The Player Roles

There are numerous roles that a team needs to fill to be successful out there.

The Commander

The adept commander can make all the difference between success and defeat. A commander has to be able to balance constantly ... balance forces on the attack while defending the team assets ... balance the types of forces sent into battle ... even balance when to command and when to pilot.

If you are in a ship, be advised that your normal ability to view any sector instantly is no longer possible. You will be limited to viewing only your current sector. This can make the supervision of miners and constructors difficult or impossible.

As commander, you issue commands not only to your players on your team but also to your computer-controlled ships such as miners and constructors.

To assign a command

1. To access Command view, press F3.
2. Left-click the item you want to command.
3. In the Command bar, left-click the command you want to give.
4. Right-click the objective on which you want the command performed.

An even quicker way to command is to left-click the item you want to command and then right-click to issue a smart command objective.

For a layout of Command view, see the Allegiance Survival Card. For details on commanding, see the Help display.

> Commanders, don't micromanage your pilots. If you can see an enemy, so can they. The best commands to give are typically when special things need to be accomplished, such as escorting constructors or miners, gathering attack forces, or attacking specific targets.

The Investor

About every minute, Central Command issues your team a small maintenance sum of money to keep your operation going based on the number of bases you have built. Additional bases will yield even more money.

> Only one miner can mine an He3 asteroid at any time. If a miner approaches an asteroid where another miner is currently active, the working miner will be relieved and return to base.

Each team starts with one miner. This miner will travel to a Helium3 (He3) asteroid. The miner will mine at that rock until its inner containment field is full, it is commanded to go elsewhere, it is relieved by another miner, or too many enemies in the sector scare it off. When the miner docks at any base, its cargo is transformed into money for the team members.

It is essential for the investor to not only develop the tech tree but also watch the Map display for asteroid types that are available to build on or to mine. The investor needs to always make sure the miners are working constantly, as they can easily be destroyed when they are idle.

> Miners will not automatically go into sectors that have no friendly bases in them. They will wait for specific orders to go into an unoccupied sector. You need to monitor the amount of He3 left in a sector by using your expanded Map display. When it gets low, build a Refinery Platform in an adjacent new sector with He3 asteroids, and your miners will automatically go to the next He3 asteroid, without waiting for you to command them. You've got to keep a close eye on this, for without He3 your funds will be severely depleted.

When the game starts, all income is automatically autodonated to the team leader, but assigning someone else to be the investor is a good way to level out the responsibilities. If another player is chosen to be the investor, players may want to go to their Investments display and set their paychecks to be autodonated to the new investor, but a player can autodonate to anyone, or no one.

> If you're miner-hunting, hiding behind an asteroid is a good tactic for a surprise attack, especially if it's an He3 asteroid. The enemy miners will approach it, not being able to see you on the far side. When the miners get into position and begin mining, spring out for some quick kills. Watch for the Detected by Enemy indicator on your Combat HUD to know whether or not the miner can see you.

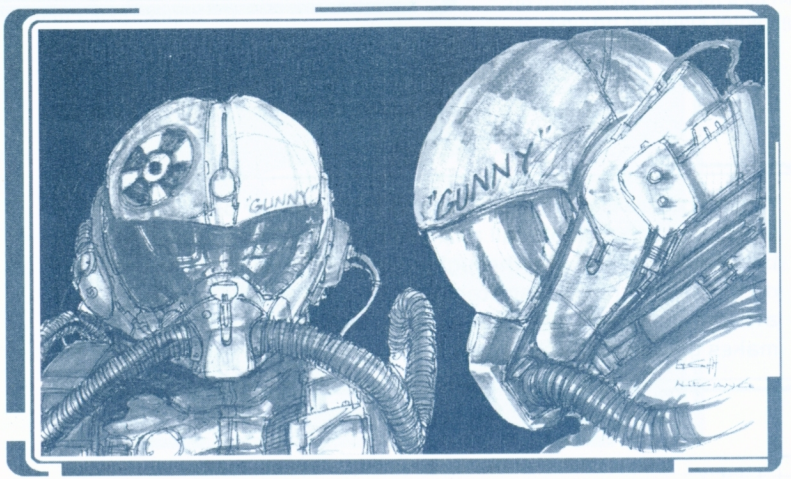
For details on investing and tech tree development, see the Help display.

> Harassing your opponent's miners early in the game can cripple an enemy team's progress in the tech tree. If you're on the receiving end of this, you need to get interceptors and defense towers and deploy plenty of probes in your home sector in order to catch any low-signature scouts or Stealth Fighters.

In some games, there is no tech tree development—there is just a default selection of ships with the stations within the game. In such games, an investor is not needed.

The Pilot

It is the pilot's duty to be able to fly any of the ships that are available. The pilot is the foundation of Allegiance. Players should decide who will fly scouts, fighters, and bombers and keep a balance along the course of the game. For example, a bomber crew will not last long without fighter escort. Pilots will also decide who will be turret gunners on bombers throughout the game. Pilots of certain craft may decide to join certain wings so they can have a communications channel in the game devoted to their craft. As new craft are developed, additional turret openings will need to be filled by pilots and new ships will need to be flown.



Pilots need to watch for incoming commands from their commander, shown in the message stream at the top of their HUD.

To accept a command

- Press INSERT.

  A pilot will see the accepted command on their HUD and also go into autopilot to go to the objective.

To delete a pending or accomplished command

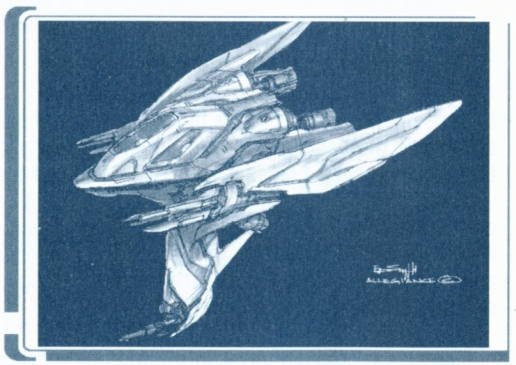
- Press DELETE.

The Scout Pilot

The Scout can move in all axes as fast as it can move forward without boosters. Most missiles, collisions, and enemies can be avoided by the skillful application of side-thrusters. Other ships are not as capable at lateral thrusting.

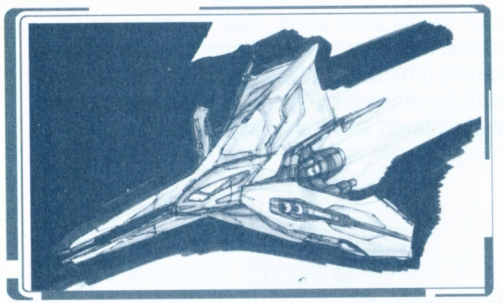
The Fighter Pilot

As the general small ship bruiser, the Fighter is designed to be good in almost any situation. A fighter pilot needs to have good overall skills but also understand the strengths and weaknesses of any enemies he may face. The generalized nature of a Fighter makes it weaker against "specialized" craft, such as the Interceptor or Stealth Fighter, yet it holds its own in specific situations, such as a hit-and-run against an Interceptor standing ground.



When you are closing head to head with another pilot and pass each other, don't pull an instant 180 without applying boosters to assist you through your velocity drop. Failure to do so puts you at a near standstill for a short while as you attempt to pick up momentum in the new direction. This makes you an easy mark for other pilots.

The Interceptor Pilot



The Interceptor pilot mans a short-range death machine. The Interceptor has unrivaled firepower compared to other smaller craft. The Interceptor pilot needs to be aware at all times of his disadvantages in weapons range, scan range, a lack of shields, no ripcord ability, and a lack of ammo. These disadvantages make the Interceptor most effective, though, in the role of a base defender.

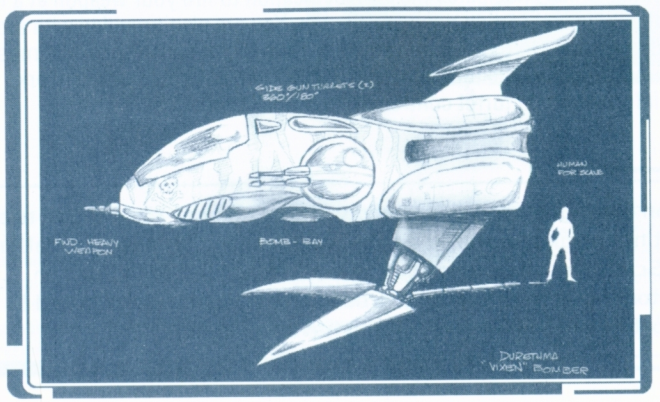
Almost all ships have poor scan range looking back behind them, making them more vulnerable to attack from the rear. When you target an enemy, look at his orientation in the Combat HUD to gauge whether he is flying away from or toward you. Position yourself accordingly and then attack.

The Stealth Fighter Pilot

The Stealth pilot's job is to move into enemy sectors undetected and cripple the economic progress of the opposition. These ships offer an excellent scan range and a low signature, making them hard to locate.

The Bomber Pilot

The Bomber pilot's mission is to take out enemy stations and structures. The Bomber can carry the anti-base missiles that are capable of horrendous damage. They are, however, slow and heavy ships, making them easy targets if undefended by turret gunners or escort ships.



The Capital Ship Pilot

The Frigate and Cruiser are extremely large capital-class ships. They can carry very deadly anti-base missiles. Their size and speed make them easy targets for all smaller craft, but several turrets on each offer decent protection. As a pilot of one of these large craft, you'll need to be aware of the limitations of the maneuverability and speed of these behemoths. Make sure you've got good turret and fighter support when using these craft.

The Turret Gunner

Turret gunning is an easy introduction to combat in Allegiance. You can quickly rack up many kills and not have to worry about the "flying" aspect.

To man a turret, you need to find a ship that supports turrets, such as a capital ship. The ship must also be docked at a station for you to become a turret gunner on board.

To become a turret gunner

1 In the hangar, click the Teleport display, or press F8.

Look for ships that have turret openings and are still docked at a station.

2 Select the ship you want to board, and then click **Transfer/Board**.

You will be aboard that player's ship when he launches.

To disembark from a turret ship

- Select a base in the Teleport display, and then click **Transfer/Board**.

–or–

Go to Loadout, and then select another ship.

You will receive a message saying you have disembarked.

While in the turret, you can fire your weapons in 360 degrees. These are provided by multiple mount points on the ship and virtual control systems. You are provided with a lead indicator, which anticipates the correct location to fire your weapon at a target, assuming the target's direction does not change. You are also provided with a zoom control that is mapped to the throttle controls. Zooming in is useful for the most accurate firing but slows the turning speed at which your turret controls work. (For more information on turret control, see the Help display.)

Decide on what you need to do before choosing your ship. If you need to go scouting for undiscovered alephs, sectors, and/or enemy locations, use the Scout ship. If you need to defend, launch in the Fighter or Interceptor, if it is available. If you need a capital ship, you'll need to fly or teleport to your Shipyard ... if you have one built.

The Allegiance Zone

The Allegiance Zone (http://www.zone.com/allegiance/) is the subscription part of Allegiance on the MSN Gaming Zone. With your initial purchase of Allegiance, you receive a free month of the Allegiance Zone.* The Allegiance Zone offers unique events, massive multiplayer custom arenas, persistent player and squad rankings, and even custom factions with new craft that can be used by no one else but Allegiance Zone players.

The Leader Board

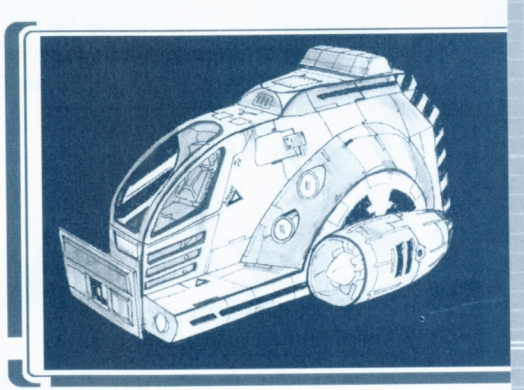
There is a persistent Leader Board for Allegiance Zone players and squads. This allows all players to see the ranking of any and every player and squad in the Allegiance Zone.

The Player Profiles

A Player Profile lists all of a player's information, including the player's statistics, rank, and any awards or medals the player may have earned.

The Squad Profiles

The Squad Profile shows all the statistics related to an Allegiance Zone squad. All squad management is handled through this screen, including membership maintenance. A squad's rating, members, wins and losses, and description are found with each squad's profile.



*Internet connectivity and an active MSN™ Gaming Zone membership are required for access to the Allegiance Zone (optional). The offer for one month of free trial of the Allegiance Zone on the MSN Gaming Zone is available with proof of purchase through 12/1/00. A credit card is required. After your first free month you may cancel your Allegiance Zone membership. Or, do nothing and your membership will automatically continue for just $9.95 per month or the then-current subscription rate (subject to change without notice). Offer not combinable with other offers. Free Gaming Zone membership is subject to the terms of the Zone license agreement. Internet connect-time charges may apply.

The Allegiance Space

There are several factions in space, each with their own agenda and political ideology. These factions, even before the destruction of Earth, have been using sabotage, terrorism, spying, guerilla raids, and even direct open conflict in their attempts to gain the upper hand in dictating mankind's future course. With the discovery of He3 and alephs, the exploration and exploitation of space have reached a fevered pace ...

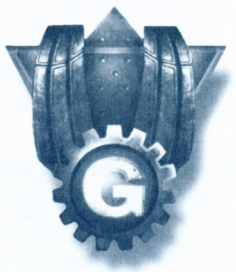
The Factions

IRON COALITION

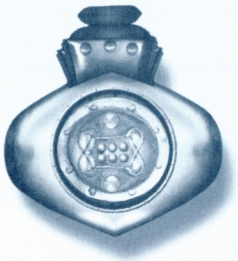
Order. Strength. Unity ... This is the creed of the Iron Coalition. Formed as a space-borne United Nations peace-keeping force, the Earth's destruction has transformed the Iron Coalition into one of the dominant powers in space. Led by Brigadier General Derek Fisk, the Iron Coalition struggles to restore and maintain order for the remaining members of the human race ... by any means necessary.

GIGACORP

Founded by the enigmatic Emmet Longstreet, this massive corporate entity has managed to survive the destruction of Earth. Led by Mercedes Kelleher—a cunning and ruthless businesswoman—GigaCorp has one goal: total domination of humanity's remnants.



Though I've only listed three of the factions, as a member of the MSN Gaming Zone's Allegiance Zone, you will have access to additional factions as they are discovered in the Allegiance universe ...



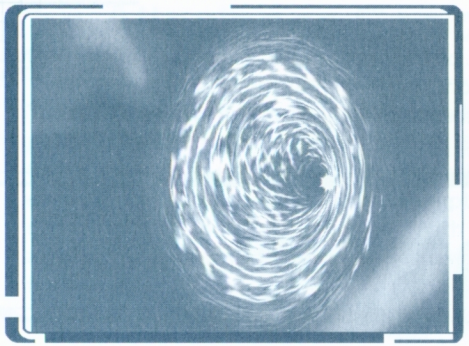
BIOS

Originally spawned by GigaCorp genetic engineering projects, the Bios are physically and mentally advanced, perfectly designed to withstand the rigors of life in space. After the death of their leader—GigaCorp founder Emmet Longstreet—the Bios have launched a shadowy crusade against "stalegene" humanity, with the goal of dragging the human race into an evolutionary watershed.

The Bios are to fanaticism what GigaCorp is to profit at any cost ... and what the Iron Coalition is to fascism. There appears to be a strong sense of morality with the Iron Coalition ... but I still don't trust them ...

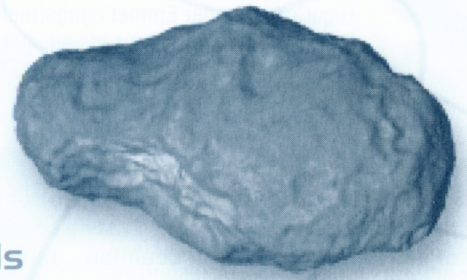
Helium3

Helium3 is the only resource in the Allegiance universe. This element is mined from asteroids. He3 has shown itself to be an energy fuel but has also become a sign of power as well as a form of currency since the destruction of Earth. Floating outposts continuously send out miners looking for new He3 deposits. Heavy deposits have become the sites of fierce conflicts among the factions as they strive to obtain the greatest quantity feasible.



Alephs

Alephs were originally discovered in 2115 by a Crimson Shield scout ship. These small, stable wormholes allow for instantaneous travel from one sector of space to another. The combination of He3 and the alephs has proved to be the best hope for man's survival in space, but they have also served to further feed greed and, thus, the conflict.



Asteroids

There are five asteroid types you need to concern yourself with. Each asteroid has a specific purpose in all tech tree games. After a building is researched, the commander must command the constructor on what asteroid to build. The constructor can remain idle, exposed to enemy fire, until commanded, so make sure you or the commander know what asteroid is required for each building.

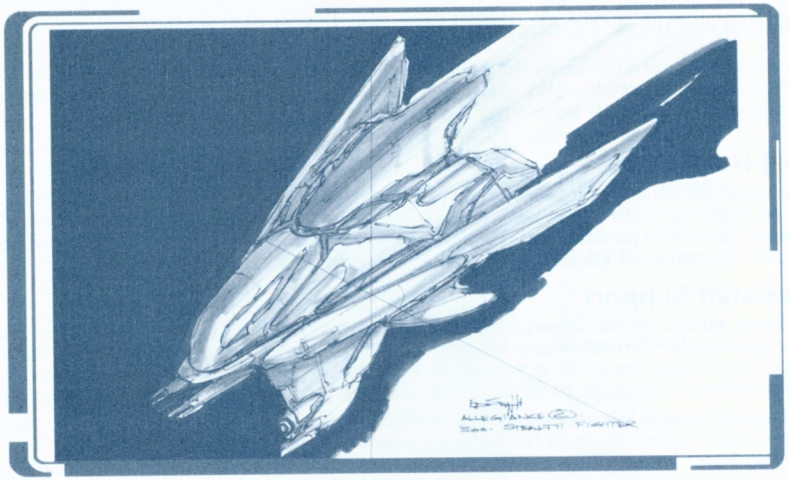
Generic—The generic asteroid, code-named A, provides the foundation for your starting station, the link to Central Command. You can also build Outposts, Shipyards, Teleportation Receivers, and Refinery Platforms on these potato-shaped rocks.

Helium3—This asteroid is the basis of your financial and expansion successes. Helium3, code-named He3, provides the financial resources to grow and expand your forces. Your mining resources are based around this asteroid type.

Carbonaceous Rock—This bluish asteroid is the basic building block of the Supremacy Center. The Supremacy Center is perfect for quick territorial gains, as it provides the items you need for firm, decisive moves against the enemy.

Uranium—Code-named U, this asteroid is needed for building an Expansion Complex. The hot-looking rock will supply your Expansion Center with the energy it needs for offensive and defensive operations.

Silicon—This asteroid, code-named Si, is the foundation for the Tactical Laboratory. Once you have a Tactical Laboratory established, you'll find you now have the ability for deep-space enemy missions on their turf.



Product Support

The Zone

At the Zone home page (http://www.zone.msn.com/), click **Help** to enter the Zone home Help page. This page contains links to topics concerning Zone rules, terms of service, Zone Friends, technical support, and items of interest to new Zone users.

If you have a problem that requires the intervention of a Zone sysop, go to the Zone home Help page and click **Technical Support or Sysop Chat Room**.

The MSN Gaming Zone

The MSN Gaming Zone is a free gaming service that allows you to play fun, exciting, challenging games on the Internet. At the Zone, you can compete against some of the world's best players or just meet new people over a casual game. Get the latest game tips and news about Asheron's Call and other Zone Premium Games. You can also explore free Zone game rooms, such as Hearts, Spades, and Backgammon.

Microsoft Product Support Services

The services and prices listed here are available in the United States and Canada only. Support outside the United States and Canada may vary. Microsoft's support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.

Self-Help

Help yourself with Microsoft Personal Online Support—designed specifically for home users and individuals! Go online and get the most up-to-date answers swiftly and easily. You can use simple self-help tools or search a wide variety of technical information. If you still need help, Personal Online Support provides an easy way to submit support incidents directly to Microsoft via the Web. Connect to Personal Online Support at http://support.microsoft.com/.

Assisted Support

No-Charge Assisted Personal Support: If you acquired this product as a stand-alone retail product, you are eligible for unlimited no-charge assisted Personal Support for this product during regular business hours. You can receive no-charge Personal Support via the Web or the telephone. When submitting incidents, be prepared to provide your Product ID (PID) number. For Applications, the PID is a 20-digit number that you can find by clicking **About** on the main menu.

Paid Assisted Personal Support: If you need help after hours, or if you have used up or are not eligible for no-charge Personal Support, you can use Pay-Per-Incident Support via the Web on Personal Online Support or the telephone. Support fees are billed to your VISA, MasterCard, or American Express card. In the U.S.: $35 U.S. per incident. In Canada: $45 CDN + tax per incident. Both are available 24 hours a day, 7 days a week, including holidays.

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Getting Assisted Support

When you contact Product Support Services, you should be at your computer and have the following information at hand:

- The version of your Microsoft product.
- The type of hardware, including network hardware, if applicable.
- The operating system (e.g., DOS, Windows 95, Windows NT, and so on).
- The exact wording of any informational or error messages that appeared on your screen.
- A description of what happened and what you were doing when the problem occurred.
- A description of how you tried to solve the problem.

Via the Web: Web-based support on Microsoft's Personal Online Support is available 24 hours a day, 7 days a week. Via the Web, you can submit a no-charge or paid incident to a Microsoft Support Professional any time day or night. You will receive notification from Microsoft that your solution is available and your answers are ready during regular business hours. Connect to Personal Online Support at http://www.microsoft.com/support.

Via the Phone No-Charge:

- In the U.S.: Games & Multimedia: **(425) 637-9308**. Regular business hours for no-charge assisted Personal Support are 5 AM to 9 PM Pacific time Monday through Friday and 9 AM to 3 PM Pacific time Saturdays, excluding holidays. This number is based in Redmond, Washington, so your phone company may charge you for your call. Contact your long-distance provider for rate information.
- In Canada: Games & Multimedia: **(905) 568-3503**. Regular business hours for no-charge assisted Personal Support are 8 AM to 8 PM Eastern time Monday through Friday, excluding holidays. This number is based in Mississauga, Ontario, so your phone company may charge you for your call. Contact your long-distance provider for rate information.

Via the Phone Paid:

- In the U.S.: **(800) 936-5700**. Available 24 hours a day, 7 days a week, including holidays.
- In Canada: **(800) 668-7975**. 8 AM to 8 PM Eastern time Monday through Friday only.

Credits

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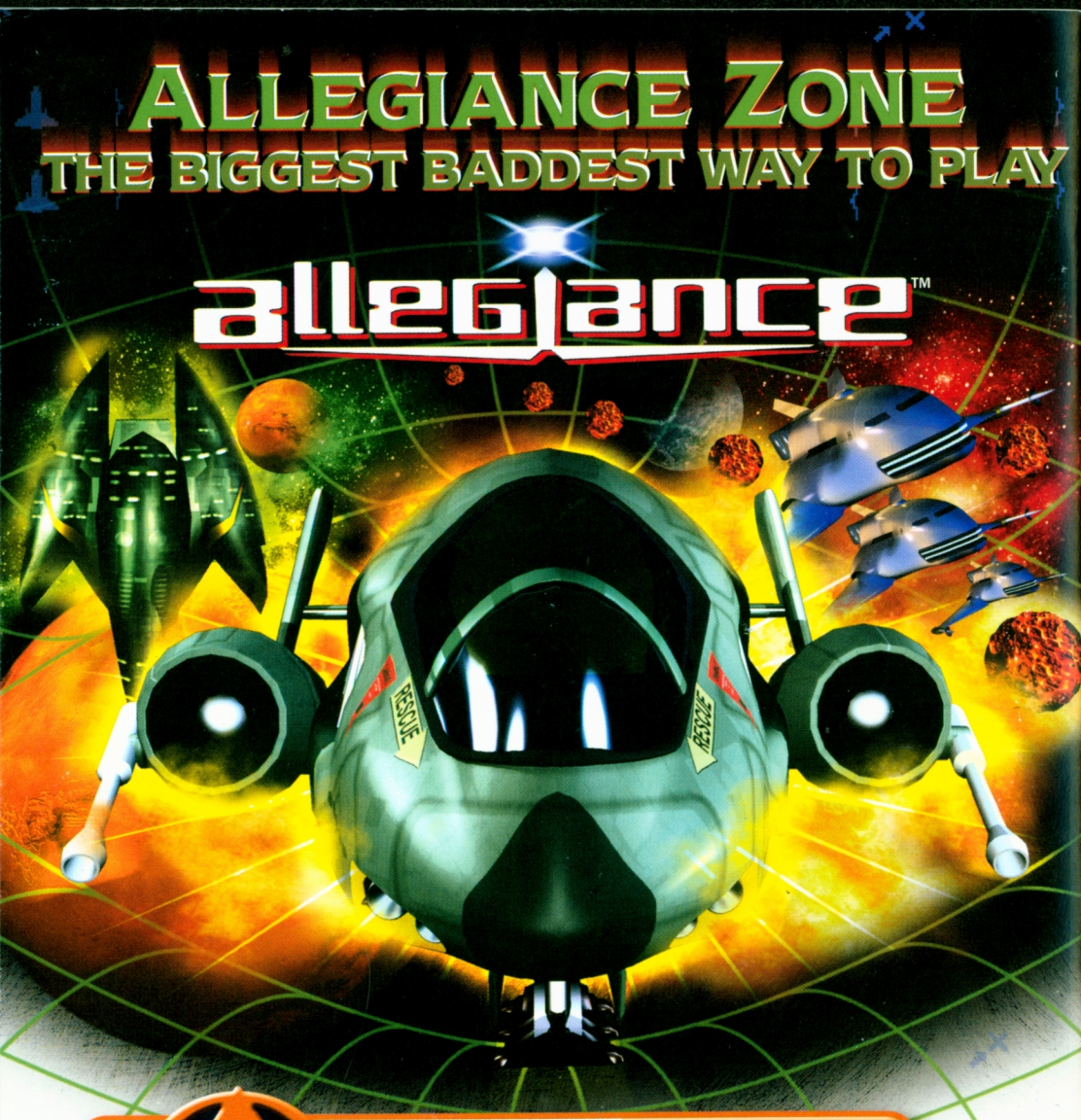

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*See page 27 for complete offer details

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